

Blitz BASIC 2

ADDENDUM

Remember to always 'cd' to the directory that the program was loaded from before running.

At this time the 'display' library described in Blitz User #5 is considered beta. We have found some bugs that will be that will be corrected in future updates. If you are having problems with the display library we suggest that you create a standard screen. If you need the speed of BLITZ mode then make sure this screen is a 15.xx khz display, BLITZ mode is not yet compatible with VGA sync rates. Our source-level debugger is not yet compatible either, so if you're trying to debug when displaying a VGA scan rate the debuggers display will be corrupted.

the correct order to code a display using the display lib is:

```
BitMap 0,320,256,8
InitCopList 0,44,256,$13008,8,256,0
BLITZ
CreateDisplay 0
DisplayBitMap 0,0
DisplayPalette 0,0
```

A very important constant that BUM 5 fails to mention is #agapallete=\$10000. Setting this flag will allow you to have a greater than 6 bit display. The palette for this may be loaded or changed by using the command AGAPalRGB described in BUM 4.

Under WB 2.xx when using gadtools gadgets make sure you do not use the palette gadget. The palette gadget does work under 3.xx Gadtools work with 2.0 and greater. Gadtools is now being updated to fix current bugs when run under 2.xx.

ASLScreenRequest is a Workbench 3.xx only function.

Some users of the Microbotics 1230XA 50/50/4 seem to be having problems while other are not. We are looking into this.

```
;
; sort demo
;
;note the field used to sort by must be either .w or .l
;no strings as yet

NEWTYPE .t a:w:b:l:c:w:d$:End NEWTYPE

Dim List b.t(10)

For i=1 To 20
  If AddItem(b())
    b()\d="name"+Str$(i)
    b()\b=Rnd(1024)
  EndIf
Next

SortList b(),SizeOf .t\b ;here we sort the list using the b field

ResetList b()
While NextItem(b())
  NPrint b()\d," with id ",b()\b
Wend

MouseWait
```